

**Design Thinking Project: Community for Unity**  
**How can our community unite to benefit our school?**

Discovery: Define

**Day 1: Monday, October 7 (45 min.)**

- Present the project (question/problem) and create sense of urgency/importance/relevance through the pitch (iMovie trailer)
- Define and explore the concept of community: What comprises community (people, places, and things)? What does that mean? Focus on *our* community.
- Give the homework assignment (survey for students and parents to address available community resources/prior knowledge)

**Day 2: Tuesday, October 8 (30 min.)**

- Address the benefit of unity/collaborating through discussion and activity: What is involvement/unity? What does that look like? How can a community unite/work together? Why should they? What's the benefit? Focus not just on what "they" can do for "us," but what we can do for each other and how we can unite/work together (symbiosis).
- Make a statement of the goal.

Discovery: Research

**Day 3: Wednesday, October 9 (1 hour)**

- Discuss types of research
- Look for resources online (Lakeside Chamber of Commerce, district website, and wherever they leads)
- Determine who to interview
- Write letter inviting interviewees

**Day 4: Thursday, October 10 (45 min.)**

- Review prior knowledge surveys and debrief
- Determine patterns and themes in responses

**Day 5: Friday, October 11 (1 hour + 40 min.)**

- Observe and video school areas and how people use them
- \*Collaborating classes: Meet to show videos and discuss school needs

**Day 6: Monday, October 14 (45 min.) \*Collaborating classes**

- Introduce scheduled interviewees and their backgrounds to students
- Write interview questions

**Day 7: Tuesday, October 15 (1.5 hours -- 8:45 – 9:30, 9:30 – 10:15 -- + 45 min.)**

- \*Collaborating classes: Two rounds of interviews – recorded (40 min. each with a short break in between)
- Debrief interviews and blog
- Read each other's blogs

Interpretation

**Day 8: Wednesday, October 16 (1 hour)**

- Find patterns/themes in interview responses and other research, determine categories of resources and types of involvement, synthesize to find direction/focus (saturate and group with sticky notes)
- Create “How Might We”s (to solve the problem) in small groups
- \*Collaborating classes: Share out

### Ideation

#### **Day 9: Thursday, October 17 (4.5 hours)**

- Review “end user” (student/community) needs
- \*Collaborating classes: DO Board room: Brainstorm/create ideas (sticky notes on walls – write/read with Google Translate) with the focus on quantity (10 ideas per group, rewards for greatest number of ideas and other categories, such as most interesting). Focus on varied types of ideas (crazy, logical), and impose constraints.
- \*Collaborating classes: Group representatives meet while others group ideas by patterns, etc.
- \*Collaborating classes: Representatives share ideas, continue to refine/synthesize/mash ideas (use constraints, etc.) small groups choose top three ideas
- \*Collaborating classes on rotation: write ideas on Think Tank walls, lunch, visit business across the street, view think tank walls (take photos), refine ideas/determine which idea to use in small groups, begin “How Would We”s for selected idea
- \*Collaborating classes: Small groups share their idea with the whole group

### Prototyping

#### **Day 10: Friday, October 18 (1.5 hours)**

- Create low-tech prototypes

#### **Day 11: Monday, October 21 (45 min.)**

- Split classes to present prototypes to interviewees (and students to include main stakeholders) and receive feedback (2 min. presentations with 3 min. of feedback each)

#### **Day 12: Tuesday, October 22 (2 hours)**

- Rework idea
- Review iMovie
- Plan iMovie: Determine how to organize iMovie and gather materials/take photos

#### **Day 13: Wednesday, October 23 (2 hours)**

- Create iMovies
- Plan additional presentation components/implement plan, if possible

#### **Optional: Thursday, October 24 (time undetermined, teachers at training)**

- Students work with TOSA’s to finish/refine iMovies/presentations

### Final Presentation/Implementation

#### **Day 14: Friday, October 25 (Most of the day)**

- Presentations of final products/plans/solutions
- Feedback (from interviewee panel, students, and teachers), scoring, awards
- Possible evening showcase?

**Day 15: Monday, October 28 (40 min.)**

- Reflect on the process, products, problem/solution
- Determine possible next steps

**Misc.**Ongoing during the project:

- Journaling (using Google Translate)
- Collaborative conversations/Socratic seminar
- Read-alouds on related topics
- Butcher paper covering as much wall as possible to put ideas on

Priming for the project:

- Work on discussion (Socratic Seminar/Collaborative Conversations)
- Activity for group dynamics/working together
- Introduce and practice brainstorming, focusing on “crazy” ideas/creativity
- Introduce iMovie

Contact:

- David Lorden to introduce the project to the school
- Kristen’s friend to loan superhero costume
- Interviewees to schedule interview (Tues., Oct. 15, 8:45 – 9:30, 9:30 – 10:15), review of prototype (Mon., Oct. 21 for 45 min.), and final presentation (Friday, Oct. 25 for 1.5 hours):
  - David Lorden, Tina Brady, Robert Brown, Nina Drammissi, Board members, PTA leader, parent, teacher
- DO to schedule brainstorming day (Thurs., Oct. 17, 9:00 – 1:30)
- Businesses for free stuff (model contributions) on brainstorming day (Oct. 17)

Create:

- iMovie trailer for pitch (State the question, show categories one-at-a-time with one of us in superhero gear jumping into each shot, end with us together)
- Letter to parents to describe project (to be attached to the survey)
- Community awareness survey
- Graphic organizer for “How might we”s
- Planning sheet for iMovie
- Make sure we have enough Sharpies for everyone

Categories of community resources (people, places, and things):

- Parents
- Businesses (e.g. stores, restaurants)
- Organizations/groups
- Places (e.g. library, park)
- Community leaders and other members
- Things (equipment and materials for our school)
- Events

Possible focuses:

- Fundraising for the school (for field trips, additional personnel, additional in-school and after-school programs, opening computer lab, playground equipment, lunch tables, trainings)
- Bringing outside community in
- Having students interact and participate in outside community events and organizations
- Increasing parent involvement in their children's education and enrichment
- Us (all) working together to benefit each other but especially the school

Technology integration:

- Google Translate for reading and writing support
- Video for observation recording
- Video/audio recording for interviews
- Blogging for sharing and recording ideas
- Internet browsing for research
- Photo collection of ideas for reference

Ideas:

- Present at board meeting
- Work in math for fundraising issues